JORUNE TIME LINE

(For Sholaris Only)

BC = Before Colony; PC = Post Colony

BEFORE THE EARTH COLONY

3100 BC The First Shanthic War begins.

2100 BC The Great Shanthic Wars end. The seven sects are established.

2000 BC Ca-Tra create first cle-eshtas.

1900 BC Ca-Gobey begin building the great cities.

1800 BC Elip ston created as a religious artifact by Ca-Shal.

1700 BC Keeper rods developed by the Ca-Du sholari.

1550 BC Lamorri exploratory ship arrives.

1525 BC Lamorri armada reaches Jorune. Cleash arrive as partners in the conquest and bring scarmis as their slaves. Thriddle arrive as servants to the lamorri; corastin, croid, and ramian arrive with lamorri as slaves.

1520 BC Isho geography program begun. Doben-al eventually chosen as prime site for thooh'sa construction.

1515 BC Process for the artificial creation of skyrealms started by lamorri. Shanthic cities are destroyed beneath harvested lamorri skyrealms. Plan to enhance natural skyrealms begins.

1500 BC Lamorri Doben-al program begins.

1490 BC Lamorri isho structures completed in Doben-al, Tan-Iricid, Ardoth, and eight other locations on Jorune. Only the Doben-al structure is fully activated, draining isho from surrounding land, creating the Doben-al desert. Ardoth's underground lamorri complex prevents warps from being created, but the portion that kills isho harmonics is partially destroyed during the final shanthic siege of the city.

1460 BC Lamorri begin preparing several skyrealms for export from Jorune. First shanthic rebellion suppressed by lamorri control of isho.

1450 BC Two skyrealms destroyed by early elip ston.

1449 BC Orbiting lamorri starcraft destroyed over northeast Doben-al. Crashes south of present day South Khodre.

1448 BC Successful shanthic revolt from lamorri subjugation. Eelshon She-evid (the Warp Walker) released into the Doben-al.

1447 BC Thosk cannon created by Ca-Desti shantha. Cle-eshtas brought to new levels of sophistication.

1446 BC Lamorri leave Jorune, abandoning all the subservient races (cleash, corastin, croid, scarmis, ramian, and thriddle).

46 BC Faster-than-light drive developed on Earth.

43 BC Robot probe from Earth discovers Jorune.

31 BC Manned expedition launched from Earth for Jorune.

29 BC First scientific expedition reaches Jorune. Iscin and Bomoveris are members of this team. Colony sites are negotiated with the shantha.

18 BC 20,000 humans depart from Earth for Jorune in eighty ships to begin colonization.

THE EARTH COLONY

10 BC Colonists land on Jorune and are assigned locations. Iscin put in charge of the durlig project, which is behind schedule.

9 BC Tensions rise on Earth. Colonists are assured everything is fine.

8 BC Several transport ships arrive from Earth. They aren't sure there will be anyone to greet them upon return. Iscin establishes several labs for his own research.

7 BC Iscin puts his spare time into working on a reco that produces shirm-eh for the ramian. He works out of his secondary lab in Voligire.

6 BC News arrives that the situation on Earth is deteriorating. Iscin is unable to present the results of his work to the ramian before he is summoned back to the base in Gauss Valley.

5 BC First trials of durlig plant commence. This initial variety is called gerrig. It takes to Jorune soil well, but is difficult to extract and prepare.

4 BC News arrives that Earth is at war. No more supply ships will be sent. Some of the ships en route return to Earth. The supplies that do arrive are insufficient for the colony to survive.

3 BC Schisms within the Earth colony lead to violation of agreements with the shantha as colonists move into additional lands, violating sacred sites. The shantha request that the humans conform to their original agreement. Durlig development goes into full swing, with plantings to occur over the next year.

2 BC Colonists enter Cali-Shafra, the shanthic Battle Lands of the Ancients. Native crops are removed and durlig is planted to avoid mass starvation.

1 BC Colonists transgress sacred Galsh-aca (present-day Essanja), shanthic burial grounds, in search of rare earths. Shantha retaliate, destroying some bulldozers and killing one man. Twelve shantha are killed. Tensions rise and colony sites are put on alert. Bomoveris starts development of bio-tec weapons to destroy shanthic race if colonies are attacked.

Zero Launch of shanthic attacks on colony sites. Official start of the Human-Shanthic War. Virtually every colony site attacked by massive shanthic assault. Bomoveris releases a bio-tec virus into upper atmosphere, killing 99% of the shantha within days. Iscin is only survivor of his colony site in present-day Gauss Valley. After several months alone, he is convinced he is only human survivor on the planet and begins working on creation of bio-engineered creatures he believes can survive on Jorune.

The Dying Times
The Great Wanderings

1PC Shantha destroy concentrations of Earth-tec in all but Newfield Research Station in present day Thantier. Although only a minor station with several field posts, Thantier's modest supply of Earth-tec will quickly become the most significant power on post-war Jorune. It becomes clear to many surviving colonists that shantha avoid killing humans who do not carry Earth-tec, but hunt down individuals with subtronic equipment, tec-tons or those located near Earth-tec installations. Recommendation is broadcast from colony near Jasp to bury Earth-tec in cryo-bins to survive; retrieval of equipment in small amounts can come later. Human population reduced to a few thousand individuals scattered across Jorune.

2 PC Thantierian survivors begin exploring other research centers with Thantier's one hovercraft. They gather a few survivors and survey extent of destruction, but do not find caches other colonies used to hide their Earth-tec from shantha.

6 PC After six years of maniacal work, Iscin creates blount.

11 PC Thantierians journey to Tan-Iricid to follow up on earlier surveys. Thriddle, eager to learn of the colony and its lost work, welcome the visitors and share the island with them. Thantierians decide the location is easily defensible and want it as their own.

12 PC Thantierians invade Tan-Iricid. Thriddle drive back Thantierian assault with unkown technology involving massive amounts of power. Most of the Thantierian Earth-tec is destroyed during the assault.

13 PC Thantierians begin long history of internal skirmishes for control of remaining Earth-tec. Modest stock of Earth food seeds is available for low-tech agriculture and small farms are established.

14 PC With the blount Sellsnib, Iscin creates crugar. The new creation is a disappointment. He was expecting a long-haired, pale-furred version of crugar. Iscin does not recognize cygra within the first litter, but the breed will eventually dominate northern Temauntro.

18 PC Iscin creates woffen. Considers it an improvement over the crugar, but certain traits are lacking for survival.

21 PC Iscin creates bronth. Considers it a success.

24 PC Iscin creates tologra (as secretly as possible, for fear of crugar reaction). At this point, the crugar are as much as ten years old. Iscin notes in his journal that Choundra, an especially feisty crugar, has demonstrated great cunning.

27 PC While patrolling, two crugar are shot and killed by a human (Bomoveris) with a blaster. He is shocked by the engineered forms of life. Iscin arrives soon enough to prevent Bomoveris from being surrounded and killed by the remaining crugar. All of the bio-engineered races are present as Iscin takes Bomoveris into his home. The crugar are infuriated that Iscin allows Bomoveris to live, but Iscin tells them that they cannot kill a human. Having been out of contact for twenty-two years, the two humans have much to discuss. They talk and argue the entire night. As they talk, they find themselves more at odds. Iscin cannot accept Bomoveris' genocidal solution to human annihilation (the extermination of the shantha), while Bomoveris considers Iscin's experiments a breach of ethics and morality (alteration of creatures is a perversion of their natural form). However, as two surviving humans, Iscin and Bomoveris realize that they are in a very special position on the planet. Choundra refuses to let the incident of the killed crugar pass. The next morning, attempting to kill Bomoveris as revenge for the deaths of his sister and brother, he accidentally kills Iscin with a blaster. The energy weapon used by Choundra was modified by Sellsnib, the blount whom Iscin had personally trained in the ways of Earth-tec. In the confusion of the death of Iscin, the "giver of life", Bomoveris escaped. The Iscin creatures know nothing of his eventual fate.

28-37 PC The Iscin races are held in brutal slavery in the compound under the rule of the crugar, who are most powerful of the Iscin children at this point.

28 PC Bomoveris captured by shantha and placed in keeper rod.

37-78 PC The Great Wanderings. After suffering under the crugar, the Iscin creatures escape and go west, crossing Kuggin Mountains and entering Doben-al. The search for food and meetings with creatures like dhar corondon drive them south. They ultimately travel as far north as southern Ros Crendor, west to Lake Dau-uh-dey, and south to Thantier. The crugar and cygra remain in the Gauss Valley.

42 PC Last eleven original survivors of Newfield Research Station establish a network of trails and stations to keep as much contact as possible between the various camps of survivors in Thantier.

78 PC Woffen head back east to Gauss Valley, then south through the East Trinnu Jungle Lands and finally into Anasan. Bronth, tologra and blount temporarily settle at the edge of Lake Dau-uh-dey.

82 PC After four years, the bronth-led group splits up. The blount remain and name Lake Dau-uh-dey. Bronth and tologra continue north and east along coast and eventually reach what is today northern Ros Crendor. In Gauss Valley, tensions build among crugar as differences between what will become crugar and cygra become more pronounced.

83 PC Drought hits Gauss Valley. Crugar bicker amongst themselves and are faced with a food shortage. They leave the valley and head west to follow migrations of some herd animals. Later, in Doben-al, they split apart into two groups. One contingent travels north. Bronth and tologra build ships at Ros Crendor and sail east. After a strong storm, the tologra are thrown off course and their ships end up far to the east in a land they call Sharden. Tologra become a myth for most of Jorune. The bronth land at and settle in Dobre.

90 PC Cleash begin to come into Thantier. First contact between Thantierians and cleash results in major

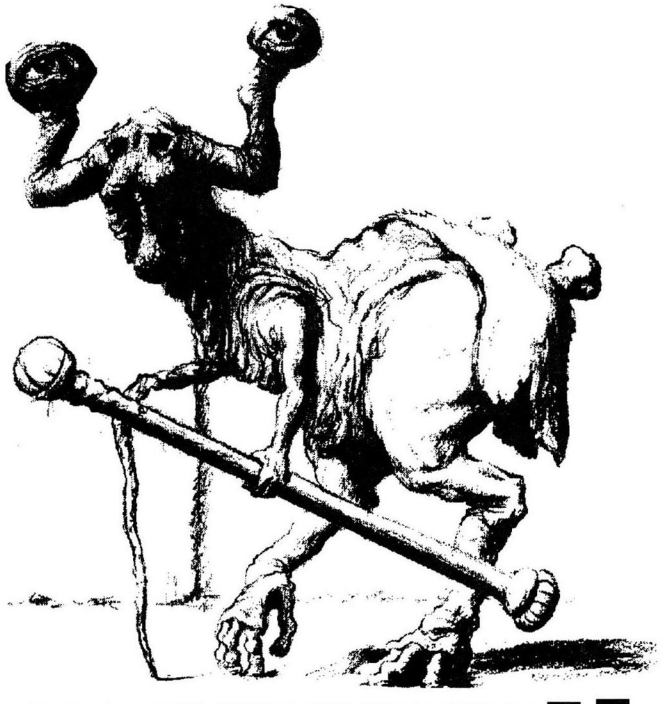
battle leaving over one hundred colonists and twenty cleash dead. Ensuing skirmishes show that at first cleash kill with little provocation; after human retaliation, they begin to attack on sight. Using the growing population, humans in Thantier begin to build and live in fortresses.

95 PC Cleash insurgence in Thantier becomes much stronger and continues for approximately the next thousand years. Thantierian colony network destroyed, possibly due to cleash activity. Swordsmithing and weapon-making return to status of basic crafts. Siege warfare is reinvented for use against the cleash. Thantierian civilization regresses as it learns to cope with the growing cleash threat.

96 PC Horse breeding flourishes and thombo domestication begins along north shores of Sea of Cerridus.

100 PC Last of Earth-supplied foods are thought to have been exhausted. In Thantier, human population declines without fresh stock to replenish bio-engineered Earth foods. Iscin's plans for durlig are relatively unknown. The plant was so new that although it is seeded over much of Jorune, most will not eat the noxious leaves and roots. Human life expectancy falls to 36 years; the secret of durlig and the locations and contents of the cryo-bins passes into legend.

"Now, which story was it you wanted to hear?"



The Dark Age

133 PC Woffen in Anasan discover a stable warp to Lundere (near Yobreh) and settle Lundere peninsula.

135-595 PC Cygra begin settling northern plains near Jasp and Khodre. Crugar range the Temauntro with occassional forays to neighboring realms.

200 PC (date approx.) Warp between Anasan and Lundere fails and remains closed for two millennia. Woffen begin seafaring as a way of seeking their lost brethren; woffen sailors take the name "searcher."

250 PC (date approx.) Ardoth is established as a fishing village.

400-600 PC The Age of Monsters. A major alignment of Jorune's moons causes mutations, including acubon, boccord, muadra, salu and trarch. Some mutations did not breed true and eventually died out. Hundreds of monstrous mutations create a fearful response in common people and public pursecution and execution of mutations begin. First destruction of Ardoth by massive tidal effects of alignments.

555 PC (date by tradition) Paul Gauss born in Gauss Valley.

560 PC (date by tradition) Mayatrish born in Ardoth.

570 PC In Thantier and Gauss Valley visibly mutant children (trarch, salu, acubon, etc.) are killed at birth, while muadra and boccord children are driven away or killed at puberty. In Ardoth mutant children are allowed to grow; boccord establish their value as hunters, salu as fishermen. Muadra are considered small or weak humans, not mutations.

574 PC Paul Gauss discovers Iscin's private laboratory in the hills above Gauss Valley. He is barely able to read Iscin's journals on durlig and finds the foul tasting plant was engineered specifically to provide Earth-based life full nourishment. Gauss begins a regimen of durlig. He is unable to get his neighbors to try his new diet. In Thantier, persecution of mutant races eliminates all but purebred humans.

578 PC Gauss has grown from average to very healthy and robust. He convinces his neighbors to eat durlig, encouraging them to begin experimentation with preparing, cooking, preserving, and spicing it – anything to kill the taste. They begin to flourish.

584 PC Gauss begins exporting durlig to other human settlements in the valley. Iscin's name is revered in human cultures from this point forward.

586 PC Mayatrish begins a trip by talmaron from Ardoth, but is attacked by duradon over Gauss' settlement. She falls to earth with her wounded talmaron. The talmaron dies, but Mayatrish is nursed back to health by Gauss' people. She stays with Gauss' family and learns the ways of his people, and teaches them about her people in Ardoth. Gauss and Mayatrish fall in love.

587 PC Paul Gauss and Mayatrish are married. The people of the settlement (now called Gauss) build a great wood statue of a talmaron as a wedding present to Mayatrish.

589 PC Ardothians, flying by talmaron, find Mayatrish in Gauss because they see the talmaron statue. She returns to Ardoth with them and is reunited with her

family. She gives birth to a boccord son, Michael. She keeps the child's birth secret from Paul, who would have it killed as a non-human. Michael has no problem growing up among the human, boccord and muadra children of Ardoth.

590 PC Trade begins between Gauss and Ardoth through the efforts of Mayatrish and Paul Gauss. People of Ardoth become healthier as they begin eating durlig. Boccord and muadra from Gauss emigrate to Ardoth when they can to escape prejudice; Gauss welcomes the chance to be rid of minorities they consider a blight.

591 PC Mayatrish returns to Gauss. She continues to spend at least one season each year in Ardoth with her family, raising Michael.

600 PC (date approx.) Sea wall construction begun in Ardoth.

607 PC Mayatrish tells Michael about problems in harvesting durlig, which grows very deep in the ground. She asks him to think of a way to make harvesting easier. He begins to work on domesticating thombo, previously used only for livestock.

609 PC Michael leads a caravan of thombos to the city of Gauss. Mayatrish embraces him when he arrives, causing whispers of disdain. When Michael shows how thombos can make durlig harvest easier, by attaching a rig and having a thombo team pull the plants out, the disdain turns to a small measure of respect. Mayatrish then admits that Michael is her son; Paul Gauss accepts his son and concedes that there is a place for the mutant humans in society; the slaughter of mutant children must stop.

615 PC Paul and Michael Gauss supervise a secure trade route between Gauss Valley and Ardoth.

616 PC Paul Gauss' death.

620-1700 PC A series of plagues sweep through human and Iscin populations. Restoration gains from the pre-plague era are almost lost. Civilization returns to primitive levels. Several cities rise, flourish and are wiped from the planet by contagion. New standards of hygiene determine the survival of whole populations.

621 PC Michael Gauss, now called Khaun ("Great son of"), maps strategies for defense of Gauss Valley from anti-mutant fanatics.

623 PC Mayatrish dies in the first of the Valley Plagues, along with thousands of the inhabitants of the valley. Some refugees seek other havens.

624 PC Crugar begin striking at human settlements in Gauss Valley. Already weakened by plagues, inhabitants of valley, under leadership of Khaun Gauss, retreat to a mountain stronghold named after their leader. Battle with crugar leaves new city burned and empty. Khaun Gauss dies during battle. Surviving humans leave Gauss Valley, now inhabited by crugar.

700 PC (date approx.) Field science team from Jasp makes first discoveries of levitating crystal formation that will become foundation of Jaspian schooner technology.

750 PC The Sobayid Document rumored to have been written. First documented use of word "sage" as a regional ruler.

800 PC Trade between Gauss Valley and Ardoth begins again.

820 PC Secret of skyrealm levitation unlocked by Jaspian scholars.

842 PC First Jaspian airship built by Ton Harik.

900 PC (date approx.) Salu begin building ships for Jaspian commercial fleet.

955 PC Kah Denni Harangire, a ramian Chiven Rachu-eh, is admitted for an audience with the Council of Servants in Jasp.

958-1162 PC Peaceful coexistence between Jasp and ramian. Partnership with ramian proves profitable for both Jasp and Voligire.

1100-1200 PC Many cities near Gauss Valley repopulated. Northern cities such as Sychill and Trosoe are founded around this time.

1100 PC Great plague in Gauss Valley. City of Khaun Gauss abandoned again.

1105 PC Boccord make their way to Jasp to seek new homes. Cleash vanish from Thantier.

1107 PC Boccord receive old city of Jasp on Aylon Strait in exchange for services to nation of Jasp.

1110 PC First boccord on Jaspian Council of Servants.

1127 PC Expedition from Thantier encounters Ardothian party descended from survivors of North Valley Research Station in Gauss. Ardothians have never seen cleash, described to them by the Thantierians, but consider crugar to be their main enemy. The Thantierians think of crugar as a minor nuisance, and have no respect for the Ardothians. The two parties separate with no desire to resume contact with each other.

1140 PC (date approx.) Cultivation of durlig begun in Ardoth's south fields.

1145 PC Muadra seek refuge in Jasp.

1162 PC Ramian raid on Jaspian crystal fields for levitation crystals.

1163 PC Jarman Geer engineers Jasp's destruction of Gire Ko Jey Garichee's ramian fleet.

1164 PC Muadra permitted to settle outside the city walls of Old Aylon.

1200 PC Famines and rot plagues begin. Will continue intermittently for next 500 years, reducing the growing population of human, Iscin, and mutant races.

1500 PC (date approx.) Jaspian coastal trade begins along northern coast as far east as Ros Crendor.

1700 PC Crugar from the Doben-al enter through northern Gauss Valley, driving most of population out. Newly resettled, Khaun Gauss is burned to the ground again.

1800 PC (date approx.) First stable Jaspian crystal schooner design permits trade to be expanded beyond coastline.

1900 PC Crugar have lived in Gauss Valley for two centuries, but are driven out by extensive drought and disease. They travel west, to Doben-al.

2000 PC Khaun Gauss returns to functional human and mutant population through immigration from Ardoth and southern lands.

2100 PC (date approx.) Ramian attempt to claim crystal fields of Jasp, source of large crystals that make skyships possible. Jasp destroys ramian fleet and issues threat

to destroy Vinteer (capital of Voligire) if ramian attempt any action against Jasp in future.

2200 PC Moon alignment creates enormous tidal disturbances in Burdoth. Many coastal cities destroyed for first time. Ramian invasions into Sychill and other coastal cities come at the same time. Carissey region introduces metal coinage to replace crystal currency currently in use.

2220 PC Humans live in peace with acubon and blount on shores of Lake Dau-uh-dey after initial clashes. Coleels enter world trade.

2500 PC (date approx.) Warp reopens between Anasan and Lundere.

2677 PC Tologran revolt in Sharden against dictator Hulsan Terassi; he is defeated with aid from ramian.

2704 PC Laindra Elayn travels west from Heridoth. Upon returning home, she carves images of peoples and animals she saw. Her work sparks a renaissance in Joruni exploration.

2914 PC Gends, a young muadra, discovers the shanthic temple of Tashka, protected by Sho Copra Tra, a sholari. Gends begins training with Sho Copra Tra and becomes the first muadra capable of weaving dyshas.

2924 PC Caji Gends is now very skilled with dyshas and is given title "copra" by Sho Copra Tra. He returns to his people in Gauss Valley and begins to teach philosophies and technology of dyshas to select muadra. He trains his students in a peaceful manner which is called the Way of Gends. New muadra become Maustin Caji, a secret society. Gends' friend and thriddle advisor Bennid Ho-Gomo is also trained (his knowledge later filters down to other races).

2933 PC Crugar invade the Gauss Valley.

2934 PC Ninindrue Plague Slayings. A plague rages out of control in Gauss Valley. It afflicts only woffen, paralyzing them and leaving them helpless as crugar invasion of valley gets underway. They cannot defend themselves. Caji Gends trains his band in dyshas of Desti. They defeat crugar killers. Woffen and muadra become bound in friendship. Woffen begin to learn Power Hold to avoid repeat of Ninindrue slaughter.

2935 PC Crugar driven out of Gauss Valley.

2940 PC Telmin on Reet settled by patriots of Trosoe, Sydra.

2947 PC Caji Doss, a student of Caji Gends, brings the Way of Gends to Jaspian muadra.

3007 PC Crugar invade Ardoth. Shandane of Heridoth brings relief to Ardoth and helps drive out crugar forces, then establishes control over Ardoth.

3010 PC Shandane expelled from Ardoth by popular revolt. He returns to Heridoth.

3017 PC Several small battles occur between cities in Heridoth. Shandane dies in a battle at Sholis.

3076 PC Thousands starve in Jasp as result of corrupt administration.

3077 PC Jasp revolts against Sage Khanat.

3111 PC First major crugar assault on Carissey region.

3113 PC Ramian massacre of population at Telmin and invasion past Trosoe into Sydra. Invasion pushes Sydrans south, and eventually into Glounda. First appearance of thivin with ramian (previously unknown to Earth-based races).

3115 PC Some Sydrans decide to take their chances in Glounda. Those who don't want to go back to Trosoe form a population base at steps of Liggit Mountains in Elds. Ramian driven out of Lusail and Sydra. Lelligire, as Trosoe has renamed herself (meaning the "beaten" or "defeated" Gire), fills power vacuum left by flight of Sydrans. When refugees return, they find their city's remains are being scavenged by the Lelligirians.

3117 PC Glounda established along Lake Elgry.

3160 PC Ardoth and its surrounding area (now called Ardis) is finally successful in driving most ramian out of eastern Burdoth. Sychill's army is mostly destroyed. Ardis expands to include the Sychill region.

3161 PC Ardis attempts to take over the Lusail region, but Dharsage Sar Arilell can't control a region this large; his forces are already spread too thin, especially with taking Sychill.

3181 PC Sychill revolts against Ardothian control, expells Ardothian garrison. Forces are sent by sea. Vicious repression of muadra uprising in Sychill during this period later serves as the inspiration for the Seytra Caji secret society. Sychill-Ardoth battle is stopped by shantha on battlefield west of Accapta Mountains.

3200 PC (date approx.) Thivin seek settlement in Jasp for creation of their trade goods near raw materials Jasp provides. City of Imagri settled in Temauntro. South wall extension of Ardoth.

3215 PC Caji in Ardoth send orbs skyward in imitation of a recent meteor shower and create spectacular aerial display. Now celebrated on 33 Crith, although event was said to actually have taken place some time in auss.

3305 PC Change in way Ardoth's new dharsage is chosen. For most of history, the chell has chosen the most qualified military officer. This year the previous dharsage's son considered the appointee to be incompetent and carried enough popular support to usurp him. The title has remained hereditary since then.

3337 PC Lelligirian ex-patriots emigrate to city of Carissey.

3352 PC Plastic-producing bacterium from Earth colony found surviving in Cushindell Marshes and transplanted to Ardoth.

3366 PC Crugar invasion of Kaigon in Gauss Valley. City is completely destroyed.

The Modern Era

3371 PC Salrough Gomo born.

3385 PC Thriddle are now in stronger contact with the developing cultures of Jorune and are travelling to gather information. Thriddle math breakthrough in the theoretical description of warp mappings. No applications possible yet.

3398 PC Ardothian families (Dharmery and D'Serris) develop mining operations and political organization of southern Carissey; founding of Kirlan.

3406 PC Jaspian miners discover large block of crystal with unique sympathetic vibration properties.

3411 PC Crugar attack the border of southern Carissey.

3412 PC Thivin begin to establish themselves as merchants in Ardoth. Prince Khodre Allonkarb born in Ardoth.

3414 PC A dhar corondon destroys the town of Liggnie, smashing buildings, eating thombos and people, and blasting everything with dyshas.

3418 PC Crugar, led by Chaln Docha, start mass invasion/assault across the Doben-al. Drive is slow.

3430 PC Routes for mid-sized Jaspian crystal schooners established across most of Jorune. Trade becomes a maze of intrigues with Jasp claiming neutrality in international disputes.

3431 PC A battle begins between Koistra and Sholis, with strong sentiments in Ardoth as fighting affects Burdothian sea trade. Khodre sends troops to back Koistra at urging of his Heridothian cousin, Yan Gizer Tarsory.

3432 PC Burdothian support troops slaughtered by their supposed Koistran allies. Prince Khodre commits more forces to end the fighting in Heridoth in what has become a drawn out engagement. He sets up a Burdothian-dependent government with families from both Koistra and Sholis.

3435 PC Crugar invasion picks up momentum. The humans of Gauss hear of the crugar's crossing of the Doben-al. The woffen and bronth of the valley begin reconnaissance into the Doben-al.

3436 PC Crugar invasion reaches Gauss Valley. Forces split north and south as crugar pillage Burdoth. Lusail, Sobayid and Ardis under seige (Essanja is safe). Prince Khodre tums his attention to this incoming assault too late to prevent the crugar approach on Ardoth.

3437 PC Chaln Dolcha crosses Liggit Mountains. Crugar invasion makes it as far as Ardoth. Old walls are overrun. City is cut off except by sea. Darthis Torran, chell of Ardoth, killed in the attack. Rhan Harsri appointed chell by Prince Khodre. Energy weapon rediscovery: result of warp progress of thriddle. The Sallecia, a salu chausis from Tan-Iricid, arrives in Ardoth Bay bearing energy weapons from secret Earth-tec cache site. Humans drive crugar from walls and start north/south expulsion of crugar, north through Lusail and south through Sobayid.

3438-3445 PC The Energy Weapons War.

3438 PC Thantierians have been waiting for crugar to return. Chaln Docha dies on the retreat back to Temauntro, falling victim to a Thantierian lance. Khodre robbed of satisfaction of defeating the crugar leader directly.

3440 PC Crugar pushed back to Temauntro borders after bloody battles across northern Burdoth and the Doben-al. Khodre pushes to Temauntro border and turns north to Carissey. Dobren forces invade York in Heridoth in support of Simbi. Khodre stays in Carissey for several weeks after defeating crugar forces and places Carissey under the "protection" of Burdoth. Harsri expels muadra from Ardoth. Most travel south, living in huge encampments in the Sobayid. The rest travel north to Mar, or east to Gauss Valley.

3441 PC Carissey changes name to North and South Khodre. Khodre returns and forms Ardoth Guard to protect Ardoth. Khodre and Ardothian forces return to Heridoth to find Dobren League in control of Heridoth's eastern coast and entering Sholis. With a powerful energy weapon arsenal at his disposal, Khodre will not permit this. Energy weapons placed in hands of drenn and kesht in the military. These sidearms indicate great prestige, but are more for self defense than outright military advantage; heavy weaponry such as laser turrets and blaster rifles make the greatest difference in large scale combats. Power cells are in short supply, and Khodre has no portable source of renewable energy to tap. Pistols cannot be resupplied; energy must be conserved and used for the large-scale weapons. Saress Dharmery born to Lailia Dharmery in Kirlan. Dharmery family has great influence and control in this area. Lailia is 31 at this time; she now rules North and South Khodre.

3442 PC Battle of Sholis, the Dharsage's troops against Dobren forces, gets underway. Neither side successful. Destruction of Doo'sah, Dobren supply base. Dharsage's second attack on Sholis successful. Thriddle discover three caches of Earth-tec which they do not report to Khodre.

3443 PC Destruction of Polpedroth in Essanja by Dobren forces. Maustin Caji resurface, allied with Dobren League. Sinking of Camder by Maustin Caji at mouth of Esh'eye Bay. War escalates as forces are brought into heart of Heridoth. War deadlocks in Sommint Valleys.

3444 PC Khodre's forces start to lose their grip in Heridoth. The forces opposing him are too great, his energy weapon arsenal is not growing quickly enough, and he does not have adequate energy cells (his Earth-tec Iscin have not yet divined the use of tec-gens) to sustain the war. Battles continue to rage in Sommint Valleys. Khodre retums to Ardoth, and marries Esilla Jaimare Cartan. Harsri driven from office; Marshill Cardis installed as chell. Khodre knows that he cannot win the war in Heridoth as things stand; it is temporarily a lost cause. He looks for a way to bring his forces out of Heridoth without losing everything he has gained. Khodre meets secretly with Klein Ko-Trid on island of Curili. They discuss basis of a settlement whereby the prince gives up Heridoth and Doben-al and allows muadra back into cities; in exchange Heridoth becomes a neutral zone to all sides. Khodre retums to Ardoth to consider what he has heard. He worries about the presence of muadra

within the capital. The effect of daij upon humans has long been known but little understood until now. Khodre meets ramian on island of Reet to arrange daij/shirm-eh exchange in hopes of establishing a system by which muadra can be monitored. Sillipus is chosen as point of exchange. Khodre Dhardrenn born to Khodre Allonkarb and his wife Esilla. Khodre is on Reet at time of his son's birth.

3445 PC Klein-Khodre Accord and end of Energy Weapons War. Khodre is to relinquish control of Heridoth, Doben-al, and direct control of other Burdothian provinces, although he will still lead the realm militarily. In addition, he must allow for muadra living within Burdoth and the confines of Ardoth's walls (although not necessarily within the citadel). In Khodre's favor, Dobrens and Lunderians must also give up any claim to Heridoth; that land is to be left to Heridothians. In addition, Dobrens must give up all claim to Sillipus, which had become a Dobren base during the war. The treaty also provides that a council, located in Ardoth and consisting of representatives from Burdoth and other nations involved in the war, would serve to monitor actions of Prince Khodre. Prince Khodre considers the council idea ineffective, and assumes that its presence will not hamper his jurisdiction significantly. The Ardothian council is established with representatives from Dobre, Gauss, Heridoth, Lundere, Lusail, North Khodre, the Sobayid, South Khodre, and Tan-lricid, with observers from Temauntro (though the crugar aren't quite sure why they've been asked to participate in the affairs of Burdoth). Secret human-ramian trade of shirm-eh for daij meat begins on the island of Sillipus (sometimes Reet is used, when the ocean warp from the Waters of Vosule to Sillipus is closed). Great numbers of daijic appear in Ardoth. Burdoth united as a nation under Ardothian Prince Khodre Allonkarb, now called the Dharsage.

3446-3448 PC Fighting in Ardoth between anti-caji groups and caji. Night raids and burned muadra homes spur immediate retaliation, which bring daijic and yords into the conflict. Still, caji assimilation into society begins. They learn that calling the yords is a better long term solution than frying racists.

3446 PC Refugees of Burdoth and Heridoth relocated to Sillipus by Khodre. Dobrens leave island only months before. New Sillipus residents left to fend for themselves (though they are not worse off than they had been in their homelands). Rebuilding of Ardothian city walls overseen and encouraged by the council. Outside labor imported from Dobre and Lundere to help in the reconstruction. The part of the city that these foreigners live in is "The Shen", which has been inhabited by foreigners for hundreds of years. Ardothian Council generates considerable popular support by helping in reconstruction of Ardoth. Khodre surpised at level of cooperation.

3447 PC Metal coinage in Burdoth recalled with reintroduction of gem currency. With laser torches available to the Dharsage, it is possible to uniquely identify gems. There are bits, gemules, gemlinks, gems, gemclusters, and gemstars.

3449 PC Muadra (with support of Ardothian Council) push for establishment of "kerning bays" located throughout Ardoth. This causes friction between Khodre and Council.

3450 PC Kerning bays permitted, fees required. Only twelve in all of Ardoth. Most kerning bays in Burdoth located in run-down parts of cities. This includes Ardoth, Miedrinth, Sychill, and Lelligire. Glounda remains an exception, permitting dysha use within city boundaries. Disillusioned remains of Maustin Caji persecuted and driven into East Trinnu Jungle Lands. Thivin immigrate into Joble in the Sobayid, as refugees after Energy Weapons War. They make Joble a gambling center.

3451 PC A portion of the Dharsage army is sent to South Khodre to protect the realm against crugar raids.

3452 PC Heavy daij/shirm-eh trade is directed through Sillipus. Island character as a center of corruption and open opportunity established. Several thousand humans have lived on this island since before the turn of the century, but with influx of refugee humans, social impact becomes staggering.

3453 PC Ardoth's city walls rebuilt. Thriddle reveal discovery of "new" energy weapon cache (actually one of the ones they knew of in 3442).

3455 PC Maustin Caji (Burdothian military veterans) stir up trouble in Anasan. They have traveled through hundreds of miles of dark jungle, and are disillusioned with their treatment by the Ardothians. Travelling through this sparsely populated realm, they push their weight around. Death of Khodre Allonkarb's wife, Esilla Khodre (née Cartan) in childbirth. Baby boy dies at same time. Kirra Ho-Trid becomes Khodre Dhardrenn's tutor and mentor.

3456 PC Maustin Caji take over Rhodu, Anasan's capital city, and terrorize population. They take a ship and travel to southeastern tip of Thantier, where they disembark.

3457 PC Maustin Caji terrorize Thantierian population as they travel through the realm. Upon reaching the city of Obothin, they commandeer another ship and set sail to Tan-lricid. Ransly Creb, a Burdothian, is forced onto the ship when the Maustin Caji kidnap him as a hostage.

3458 PC Maustin Caji land on Tan-lricid and inflict random, senseless damage. They travel to the Mountain Crown. Dharsage forces sent hastily by Prince Khodre to Tan-lricid to help stop Maustin Caji.

3459 PC Maustin Caji attempt to take Tan-lricid. The Mountain Crown suffers some damage.

3460 PC Maustin Caji contained by Salrough Gomo, Thriddle Seer of the Northwest Woodlands, through a clever trap which prevents them from warping away. Most members commit suicide. The few survivors are taken captive by Dharsage forces that arrive in time to help Salrough with his defense. A few Maustin Caji are placed in keeper rods. Ransly Creb is placed in a

keeper rod by mistake, since he is small and looks a lot like a muadra.

3462 PC Prince Khodre becomes very ill. He acknowledges Saress Dharmery of South Khodre as his daughter, much to amazement of Burdothians and Khodrens. Young Prince Dhardrenn makes small changes in Ardoth. Some kerning bays are now free, and fifteen new ones are constructed in various parts of town. Saress lets it be officially known that she is Khodre Dhardrenn's half-sister by taking on the last name Khodre (she has used her mother's name until this time). She succeeds her mother, Lailia, who is only 52, but is old enough to want to pass on her rule. Prestige of Khodrens is boosted significantly by the changes. They become part of Burdoth for all practical purposes.

3463 PC Muadra midwives emerge. Launtra healing dyshas are available for pay for first time.

3464 PC First cleash sighted in East Trinnu Jungle Lands.

3465 PC Death of Prince Khodre and ascension of Dhardrenn to Dharsage. Rhan Trohan takes over position of Chell of Ardoth after retirement of his predecessor, Marshall Cardis. Group of Gloundan jer witnesses flaming (creation) of cleash eggs and reports the incident.

3466 PC Mass standardization of Ardoth. Khodre Dhardrenn implements program of renaming many of Ardoth's streets and neighborhoods. Inter-neighborhood commerce can now take place, because common street names are used throughout the city.

3467 PC Death of Marshall Cardis.

3468 PC Khodre Dhardrenn meets ramian Gire for first time in Sillipus to arrange for continuation of daij/shirm-eh trade.

3469 PC Human concern over cleash sightings prompts fewer expeditions into Trinnus. Kerning bays located just outside Cryshell (Citadel) are built so it is convenient for caji to enter without having to make a lengthy trip to a distant kerning bay.

3470 PC Khodre Dhardrenn learns of the thriddle's treachery (the Earth-tec discovery that was not revealed to Prince Khodre), which prevented his father's early victory during the war, from Stanra So-Gomo, a Citadel querrid. All thriddle are expelled from Ardis, including his friend and mentor, Kirra Ho-Trid. Ardoth bans East Trinnu travel because of cleash threat. Ardothian Council discovers Sillipus daij connection and shirm-eh is cut off from Voligire. Khodre institutes "crystal daijic" wherever possible. Small daij supplies will last for now, being used for high security within the Dharsage palace. Ramian establish themselves in Sillipus and southern Drail. Crugar and ramain meetings are reported in Sillipus. Earth-tec aerators appear in Gauss Valley, two in Gauss and one in Khaun Gauss.

3471 PC A plague in Voligire runs out of control. Those with shirm-eh live, those without will die. Fleets launched in search of shirm-eh.

3472 PC Ramian Gire raid northern coasts of Burdoth and Dobre. Gire use propaganda-fed tologra mercenaries as assault troops against bronth, muadra, boccord, human and woffen. Some tologra are taken prisoner, but their existence is kept secret. Ramian ships attempting to pass through Sychill Sea are stopped. Ramian are attempting to reach East Trinnu Jungle Lands in search of shirm-eh. Sea battle begins. Bronth press the war in their loo-raums. Major ramian defeat at Telmin.

3473 PC Lelligire passed as ramian travel between Burdoth's northem coast and Reet. They are destined for Sydra. Penzer Cattletross sends his fleet to stop their crossing Reetian Straits. After sufficiently dismembering Lelligirian fleet, Gire press inland in search of shirm-eh. Ramian make a quick inland run, take all the shirm-eh they can carry, and retreat.

3474 PC Ramian siege crushed on Dobre's northern coast by Dobrens with help from Lunderian and Dharsage forces equipped with energy weapons. Ramian survivors return to Voligire to greet their ravaged realm. Angry representatives from several countries, especially Dobre, demand restitution from the Dharsage for damage caused by ramian. Ardoth is blamed because of their previous shirm-eh trade with ramian. Information is never made public because the civil unrest and division of the public it would create would put Burdoth on the brink of civil war. Saress Khodre agrees to allow a Council contingent to set up mining in North Khodre; profits will go to Dobre, Lelligire, Sychill, and Sydra for reparations. The mining operations will last fifteen years, during which Saress will be only a figurehead in North Khodre.

3475 PC The "Warp-Flash of 3475." Major isho storm in Glounda. Warps are created in Ardoth for the first time in human history, violating Ardoth's most sacred form of security. A cohort of 400 Ardothian militiamen is sent to explore the source of the latest isho storm in Glounda Forest, when the Eelshon Shevid emerges from obscurity and destroys them. Damage done by Warp-Walker kept as secret as possible. Public is never told full story, though bodies wash up on shore and a few are found impaled on trees near the city. Most bodies are never recovered. Thousands of thriddle trek through warps in southwestern Tan-Iricid to show up in Cosahmi. They travel into Ardis begging for entrance to Ardoth to investigate the warps. Dhardrenn refuses until he leams about the cohort that was wiped out in Glounda only a short distance from Ardoth. Dhardrenn grants thriddle new acceptance in Ardoth and a new Shen is built for them. Thriddle return Ardoth to warp-free status.

3477 PC Major border disputes at Temauntro border. Most recent crugar attack on Khodre; permanent detachment of Burdothian guard established.

3478 PC Salt water lakes discovered in Jasp. They become source of new controller crystals for advanced Jaspian schooners.

3479 PC First muadra on Ardothian Council (from Sobayid).

3480 PC Piracy hits Lake Dau-uh-dey under direction of Saress (she is issuing letters of marque).

3481 PC Dharsage begins development of new crystal schooner technology. Rumored crash of test ship; Jasp begins espionage to uncover Burdothian skyship projects. Only the Dharsage understands the theoretical way to take advantage of sustained beta isho.

3482 PC Dharsage uncovers working Earth-tec starcraft. It is mistakenly brought to Ardoth and displayed for one evening before it is removed to a secret fortress skyrealm (the Shendarri SkyRealm) where Dhardrenn keeps his Earth-tec storage and development teams.

3484 PC Kolovisondra skyrealm breaks free. Ardothian Council outraged at Dhardrenn's plan to take Kolovisondra for its shirm-eh. Although no actions are taken, Council takes steps to restrict outside sources of daij meat.

3486 PC Tologra seen publicly for first time when a ship sails into Ardoth Bay, accompanied by a Dobren loo-raum.

3489 PC Assassination attempt on Dhardrenn fails. Saress Khodre establishes a support network of loyal lower level government lackeys and takes back power in North Khodre after the completion of the Council mining operations. Dhardrenn begins covert actions to prevent Saress from becoming too powerful.

3491 PC Experimental crystal schooner airship breaks up over Ardoth. Burdothian marines prevent anyone from investigating debris. Lost ruins discovered after major sandstorm in Hobeh. Appears to be human and mutant survivor civilization built without durlig or Earth-tec. Thriddle and the Ardothian Council send teams to study revealed city.

3492 PC The game of SkyRealms of Jorune begins.

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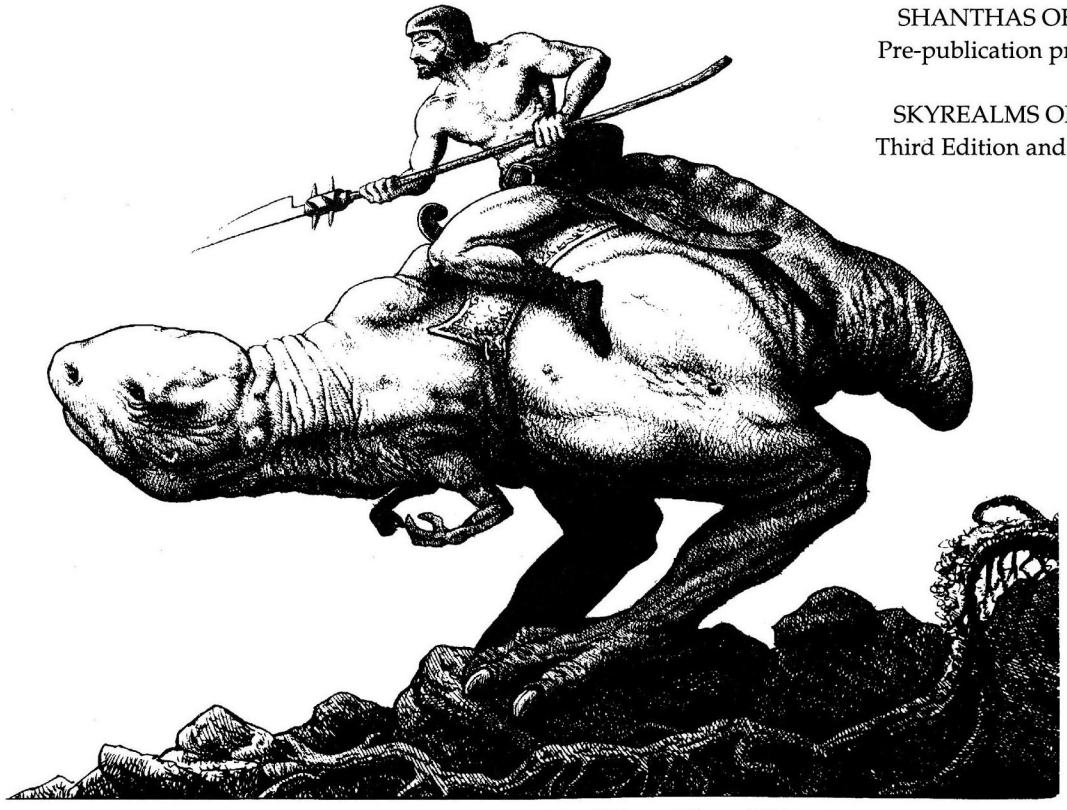

thombo and rider